



Chess worksheet: Mate in 2

12 puzzles · Levels 2, 3, 4 · answers and explanations at the end

Name _____

Date _____



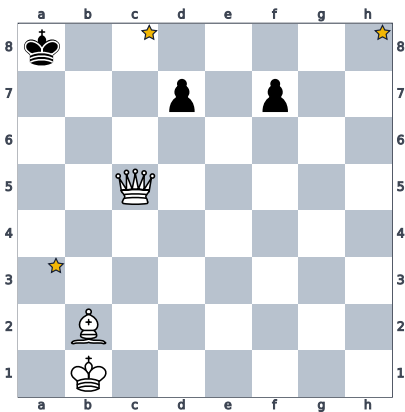
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example Qf3 or Nf3) or draw an arrow on the board. The board always faces the side to move.

Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

Level 2

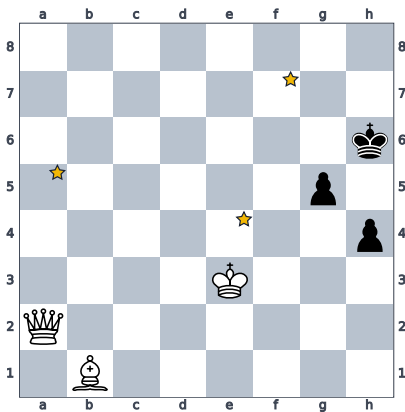
1 White to move



There are three stars: one check lets the black king run away. Pick the right check!

Move: _____

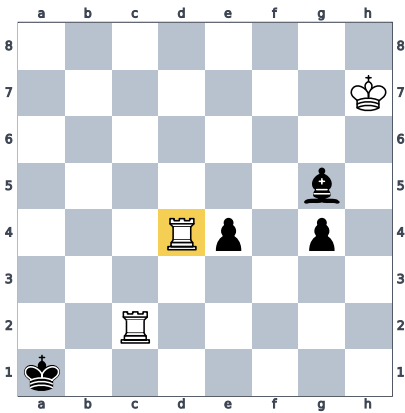
2 White to move



There are three stars; one gives check right away, but the black king escapes. Pick the right quiet move!

Move: _____

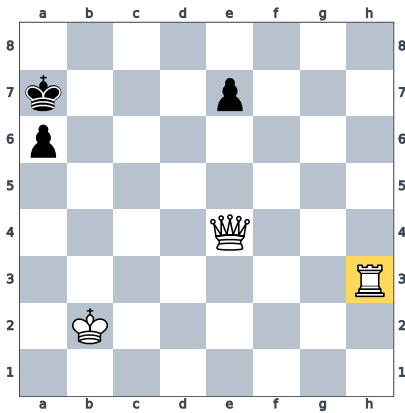
3 White to move



The glowing piece checks first. Find the checking square so the next move is checkmate!

Move: _____

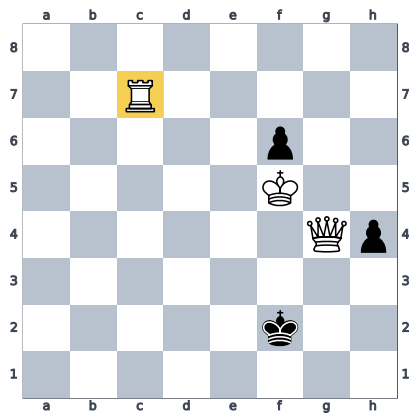
4 White to move



The glowing piece makes a quiet move, and the next move is checkmate. Find it!

Move: _____

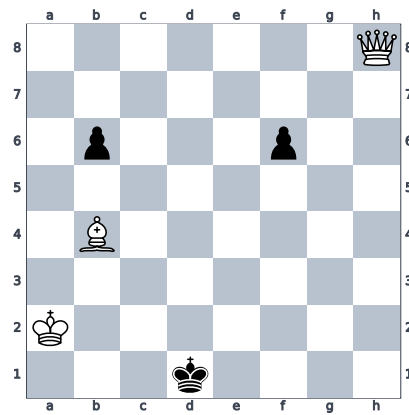
5 White to move



The glowing piece gives check. Before moving, count how many squares the black king can still run to!

Move: _____

6 White to move

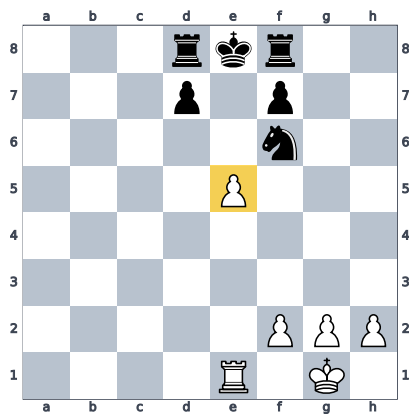


White to move. You can't checkmate right away, so find a preparing move!

Move: _____

Level 3

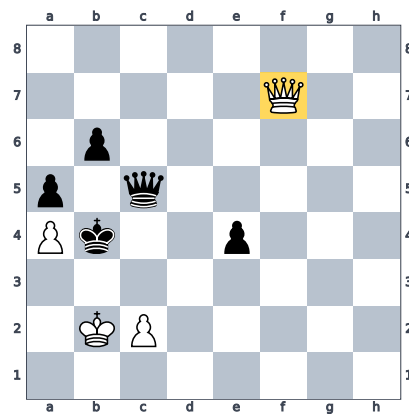
7 White to move



The glowing pawn is blocking the rook's path. How should the pawn move so the rook gives checkmate?

Move: _____

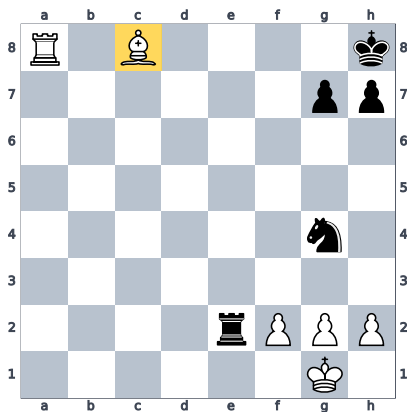
8 White to move



The queen is glowing. Where should the queen go to checkmate right away?

Move: _____

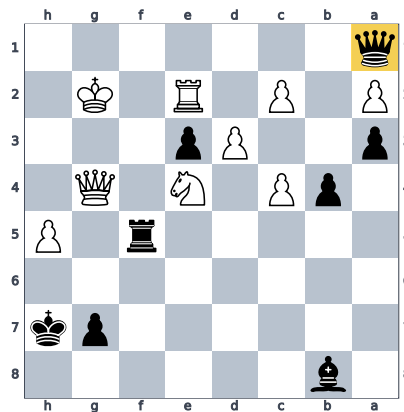
9 White to move



The glowing bishop is blocking the rook's path. When the bishop moves, the rook gives check, but the black rook will come up to block. Where should the bishop stand to block the black rook's path?

Move: _____

10 Black to move

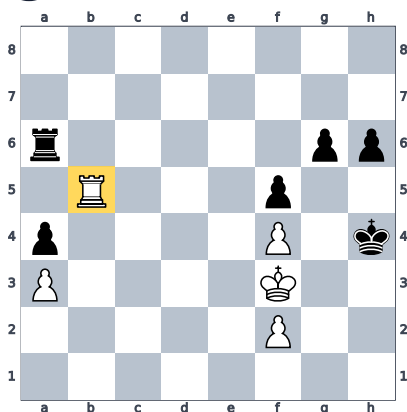


The glowing queen gives checkmate. Remember: the queen needs a supporter!

Move: _____

Level 4

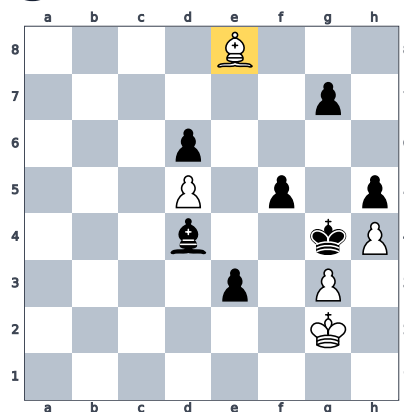
11 White to move



The glowing piece is the rook. Make a quiet move so the rook can checkmate on the next move!

Move: _____

12 White to move



The glowing piece is the bishop. Make a quiet move, and don't grab the pawn too soon!

Move: _____

Answers and explanations: Mate in 2

1. ♖c8+ · Level 2

Why: Wherever the black king runs, it gets checkmated.

2. ♖f7 · Level 2

Why: Wherever the black king runs, it gets checkmated.

3. ♖d1+ · Level 2

Why: Wherever the black king runs, it gets checkmated.

4. ♖b3 · Level 2

Why: Wherever the black king runs, it gets checkmated.

5. ♖c2+ · Level 2

Why: Wherever the black king runs, it gets checkmated.

6. ♖h2 · Level 2

Why: Wherever the black king runs, it gets checkmated.

7. exf6# · Level 3

Why: The pawn captures diagonally, the rook gives check, and the pawn also guards the square in front of the king.

8. ♕b3# · Level 3

Why: The queen stands next to the king with support, so the king can't take it.

9. ♖e6# · Level 3

Why: The bishop is in the way, so the black rook can't come up to block.

10. ♖f1# · Level 3

Why: The queen stands next to the king with support, so the king can't take it.

11. 1. ♖b1 g5 2. ♖h1# · Level 4

Why: The rook goes back to the first rank and waits. The black king is boxed in by the pawns and the white king, so whatever Black plays, the rook goes to h1 for checkmate.

12. 1. ♖b5 ♖e5 2. ♖e2# · Level 4

Why: The bishop goes back to b5 and waits. The black king is completely boxed in, so whatever Black plays, the bishop goes to e2 for checkmate.
